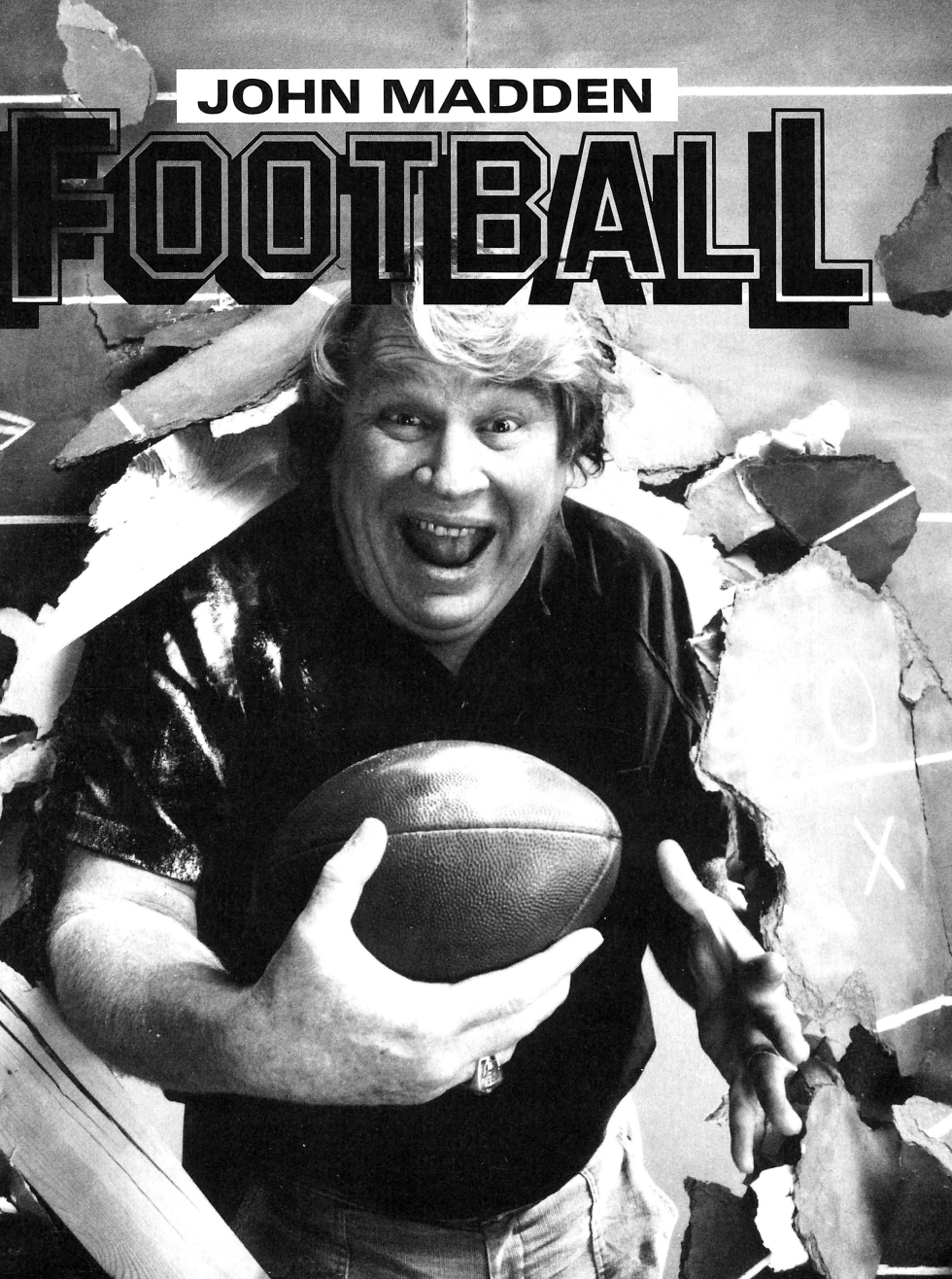
JOHN MADDEN
FOOTBALL

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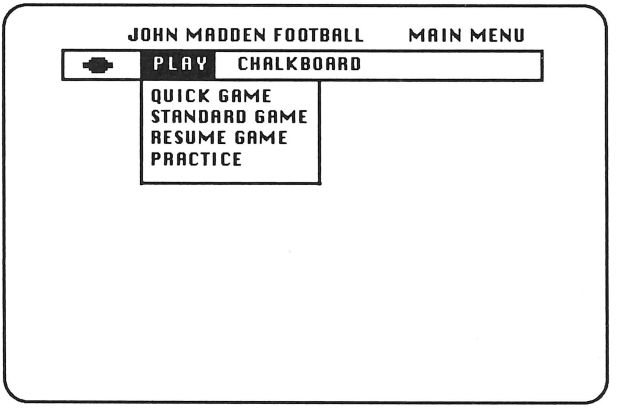
I want to play - NOW!

Chapter 1, *Quick Game*, walks you through a Quick Game so try that first. When you're ready to learn about the rest of John Madden Football, continue through the other chapters. Or, mess around with the game and use the index whenever you're stuck; menu options are capitalized so they're easy to spot.

1 QUICK GAME

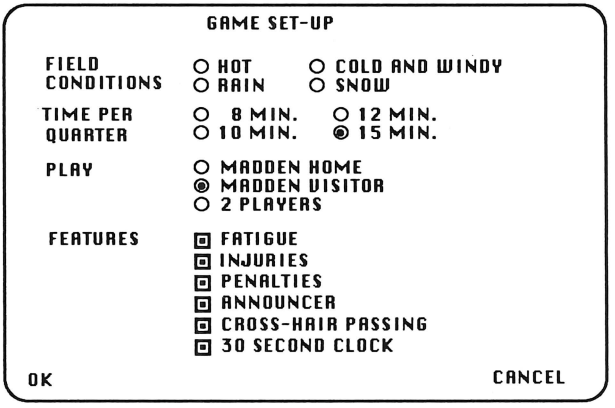
☞ Whenever you're told to double click, *very quickly* click the button twice. If you don't double click fast enough, the computer will treat it as a single click.

Kick off! Your All-Madden team is ready to go up against John Madden's All-Timers team.



1. **Select the Quick Game.** Place the hand cursor on PLAY on the Main menu bar and hold down the joystick button. Pull the joystick back, highlight QUICK GAME, and then let go of the button.

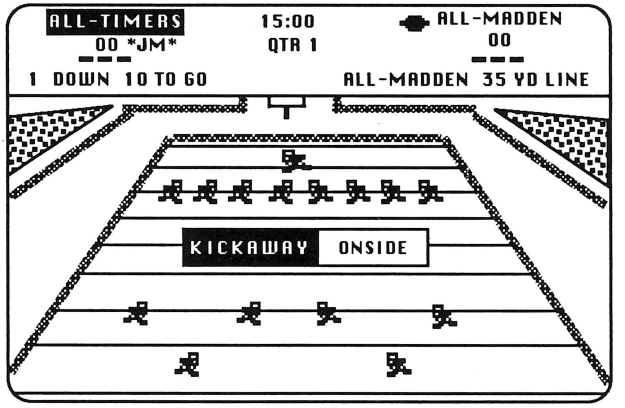
2. **Enter your Madden Season Ticket number.** On the codewheel, line up the Section with the Row and find your Seat number in the center of the wheel. Above the Seat number is a small window with your season ticket number; enter this number and press <Return>. If you don't get it right after the third time, you'll return to the Main menu screen.



3. Turn off the 30 second clock. The Game Set-Up screen contains various features you can set for the game. Click on the square next to the 30 SECOND CLOCK to turn it off (it'll be much easier for you to learn the game without a time constraint). Click OK to start the game.

4. Call heads or tails. Below a summary of the Game Conditions in the stadium is the Coin Toss screen. You — the ALL-MADDEN team — get to call the toss.

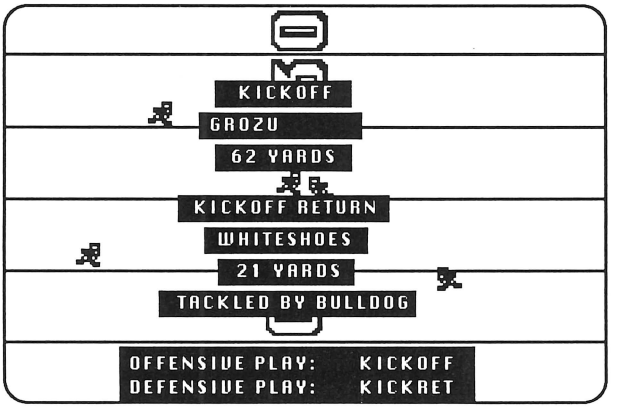
5. Choose to receive or kick off the ball. If you won the toss, it's your choice. If Madden — the ALL-TIMERS team — won the toss, he'll make a choice; click to continue.



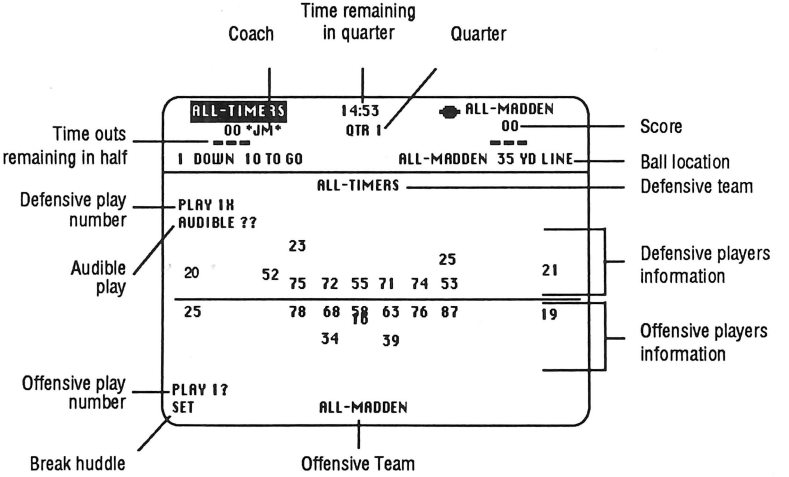
6. Choose to kick away or do an onside kick. The odds of recovering an onside kick are roughly 1 in 10. If Madden's team is kicking off, he'll kick when ready.

7. Watch the receiving team run the ball back up the field. The offensive team *always* moves from the bottom of the screen to the top of the screen.

DON'T MOVE THAT JOYSTICK!
If you don't move your joystick, the computer will control the players' movements. Watch how the players move for the next several plays before you take control.



8. Look at the announcer's recap. At the end of every play, the announcer gives a summary of the play. When you're done reviewing the play, click to go into the huddle.



9. Study the Huddle screen. This is where you call your plays. The Huddle screen is divided into three sections: on top is general game information, in the middle is the defense's formation for the play called, and at the bottom is the offense's formation for the play called (the numbers are the

players' jersey numbers). On the Huddle screen — as it is on the field — the offensive team is always at the bottom of the screen.

If you're on offense, read the following steps. If you're defense, skip to step 11 for now. Come back to step 10 when you're on offense.

10. Playing Offense

10a. Pick an offensive play. If your All-Madden team successfully received the kickoff, you're the offensive team and you need to pick an offensive play. Double click to call up your offensive play options.

1. TOSS LEFT: Hand off to runner going left
2. DIVE: Hand off to runner going up the middle
3. SWEEPRIGHT: Hand off to runner going right
4. SHORT PASS: Short-range pass
5. PLAYACTION: Fake a handoff to runner and then pass
6. LONG PASS: Long-range pass
7. PUNT
8. FIELD GOAL
9. KICKOFF

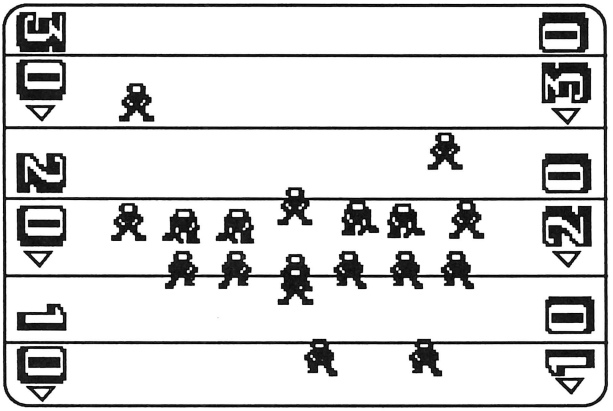
Pick 6 LONG PASS for your first play by highlighting it and clicking the button. Notice that the number of the play you picked — 6 in this case — replaces the ? in PLAY 1?. If you don't select a play, it automatically defaults to 5 PLAYACTION.

The formation you see on the Huddle screen is the same one your players will take on the field.

To cancel your play selection, double click and you'll return to PLAY1?; pick another play.

10b. Wait for the defense to call a play. After you make your selection the defense gets to make their decision. When the defense has made a choice, SET will flash; click to break the huddle.

10c. Snap the ball. Once you break the huddle, you go into formation on the field. This is the Close up view, where you see the players up close.



Click to snap the ball; when the ball is snapped, you'll see the quarterback drop back.

The beeping sounds you hear represent the pass rush pressure. As the sound quickens, the pass rush is getting closer and closer to the quarterback. Louder ticking sounds means your quarterback is taking hits and it won't be long before he's down.

When the quarterback is ready to pass, you'll switch to the Stadium view, where you can see all the players on the field. Once your quarterback spots a receiver and passes, you'll cut back to a Closeup view of the receiver.

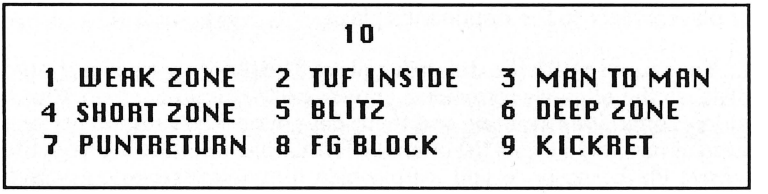
When the play's whistled dead, you'll see a recap of the down. Click when you're ready to return to the Huddle screen.

10d. Pick a running play for your next offensive move. Select 2 DIVE and click. Wait for SET to flash and then click to line up on the field. Click once more to snap the ball.

The *runner* flashes the moment the quarterback hands the ball off to him. If this were a play action pass (which is a fake handoff) the *quarterback* would flash at the moment he was *supposed* to hand it off (you'll see this when you choose 5 PLAYACTION).

10e. Complete your drive with plays of your choice. If you score — congratulations, Coach! But if it's fourth down and you don't want to try for a first, you can punt the ball or go for a field goal. To punt the ball, pick 7 PUNT. To go for a field goal, pick 8 FIELD GOAL.

11. Playing Defense



11a. Set up your defense in anticipation of the offensive play. Double click for your defensive play options.

1. WEAK ZONE: Zone defense for weak side (side without Tight End)
2. TUF INSIDE: Man-to-man running defense
3. MAN TO MAN: Blitz attack for run
4. SHORT ZONE: Zone defense for short pass
5. BLITZ: Blitz attack on pass
6. DEEP ZONE: Zone defense for long pass
7. PUNTRETURN: Punt return
8. FG BLOCK: Field goal block attempt
9. KICKRET: Return on kick off

Pick a play by highlighting it with the joystick and clicking on it. Pick 6 DEEP ZONE for your first play. The number of the play — 6 in this case — replaces the ? in PLAY 1?. If you don't select a play, it automatically defaults to 5 BLITZ. If you want to change your selection, double click and you'll return to PLAY 1?; pick another play.

11b. Ignore the AUDIBLE ??. Once you pick a play, the highlight moves to AUDIBLE ??. You'll learn about audibles in the Standard Game so don't worry about them now. Just wait for the offensive team to break the huddle.

11c. Wait for the offense to snap the ball. When they do, your men will start moving. Don't touch the joystick; just observe how your men cover the offense.

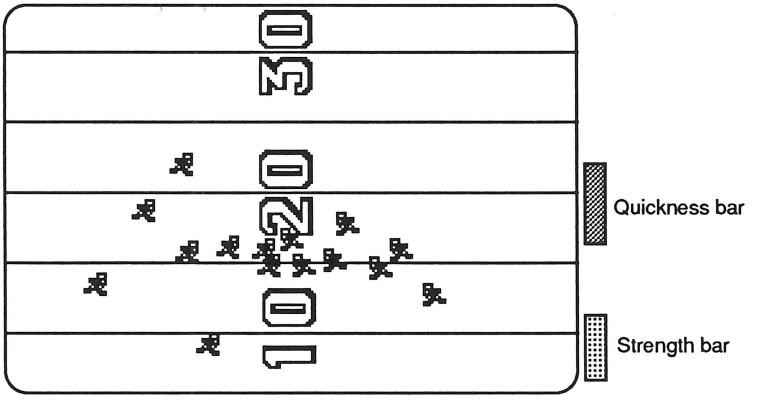
When the play's whistled dead, you'll see a recap of the down. Click to return to the huddle.

11d. Pick a man-to-man running defense for your next play. Highlight 3 MAN TO MAN and click. Wait for the offense to begin play. Watch how your players react to the opponent's play.

11e. Your turn to pick the defensive plays. The plays you choose should depend on the offensive formations you see on the Huddle screen. Check Madden's offensive formation and try to determine if he's setting up for a passing or running play. All the offensive formations you'll see are from the Offensive Playbook; once you learn which formations represent which plays, you'll know which defensive play to respond with.

11f. Play out the series. You'll stay on defense until they score or punt. In a fourth down situation, the offense may try for a field goal. In this case, pick 8 FG BLOCK (field goal block) to try to block the kick. If they choose to punt, you can pick RETURN to run the ball back or signal a FAIR CATCH.

12. Strength and Quickness Bars



To the right of the action screens are two bars: the top bar is for Quickness and the lower bar is for Strength. Quickness is an energy reserve that the ball carrier can call on (think of it as the *Umph* bar). When the bar runs out, so does the ball carrier's extra energy reserve.

Strength is how much contact the player who has the ball can take before he's down. The slower this bar goes down, the longer your player will stay on his feet.

The Strength and Quickness bars are based on a player's Strength and Quickness ratings; more on ratings in Chapter 4, *View Team Roster.*

The Power and Quickness Bars come into use when you're controlling a player, as explained below.

13. Controlling Movement
Now that you've watched how the players move on their own, you can take over some of the movement controls. Here are the things you can do:

RUNNING PLAYS

- Wait until the handoff (when the runner flashes) before you move the joystick.
- Joystick controls runner. Move the joystick in the direction you want the runner to go.
- Press and hold the joystick button when you want to use your Quickness. When the bar runs out, so does your reserve of Quick ness. Remember to keep controlling your runner with the joystick when you use your Quickness.
- Learn to follow blocks and stay out of traffic.

PASSING PLAYS

- Pull the joystick back right after you snap the ball so the QB can drop back to pass. If you wait too long to move the joystick (like until the Stadium view comes up) the computer won't give you control.
- Faster noise and defenders closing in mean you're about to get sacked. Move back or rollout to stay clear of pass rushers; once you hear clicking sounds, you're in their grasp.
- To go to the Stadium view to find your receivers, click the button once. Or, if you wait long enough, the Stadium view will automatically come up (remember, you must move your joystick before the Stadium view comes up or the computer takes over). Once you're in the Stadium view, double click to call up the crosshair and timer bar. Place the

crosshair where you want to throw the ball and click to pass. You have until the timer bar runs out to throw. Be sure to lead the receiver and throw away from defenders.

- As QB, you have no Quickness while on the Stadium view. If you rollout to run, when you cross the line of scrimmage the Closeup view will return and so will your Quickness.
- If the timer runs out, it turns into a running play for the QB. Make sure your QB stays out of traffic and remember to use the Quickness button to burn the defense.

PASS RECEIVING

- After a catch, use the joystick to control the receiver and use the button for Quickness.

KICKS AND PUNTS

- Field goals and point-after attempts are automatic. Just press the button to snap the ball.
- On punts, you can use the joystick to control the ball. As with passing, double click to bring up the crosshair and use the joystick to spot where you want the ball to go. Sideline kicks are shorter and can't be returned. Press the button to punt.

KICK RETURNS

- Use the joystick to control the returner and use the button for Quickness.

14. Penalties

Penalties result in a loss of yardage and replay of the down. If the penalty is against the other team, you can accept or decline. If the penalty is against your team, click to accept Madden's choice.

15. 30 Second Clock

After you've played a little offense and defense and get used to calling plays, turn on the 30-second clock. At the Huddle screen, press <ESC>, select GAME from the Main menu, and then select SET-UP. Click on the square next to 30 SECOND CLOCK and click OK to return to the Main menu. To return to your game, select PLAY from the Main menu and then RESUME.

Now your offense will have 30 seconds to get each play off. Don't let time tick down to less than 10 seconds on the Huddle screen because the defense gets 8 seconds to make their choice (they may not use all 8 seconds, but why risk it?). You'll need a few extra seconds to line up on the field and snap the ball. If you don't get the ball off in time, you face a 5 yard penalty.

16. Slow Motion

You can watch a play in stop-action slow motion by pressing the space bar once play begins. The play will advance a frame each time you press the space bar; press any key to return to normal action.

17. Time Outs

To call a time out, press T at the Huddle screen and then pick the team you want to call the time out for. You're then asked if you want to stop the clock with an incomplete instead of a time out; this lets you "waste" a down rather than use a time out. You can also choose to throw an incomplete pass if you've run out of time outs. You get three time outs per half. Time outs last until you resume play.

If you need to pause the game, press <ESC> at the Huddle screen. To resume the game, pull down GAME and select RESUME.

18. Quitting the Quick Game

To exit the Quick Game, press <ESC> at the Huddle screen, select GAME and then select QUIT. You'll return to the Main menu.

Quick Games can't be saved.

2 STANDARD GAME

CREATING THE GAME DISK AND DATA DISK

A Game disk saves the results for one game only. If you complete a game and play another on the same Game disk, the most recent game will overwrite the previous one. If you want to save a game, don't use that Game disk again.

A Data disk contains data on your teams and playbooks. The Game disk takes information from the Data disk and uses it during the game.

You can only use disks formatted by Madden Football with the game — any formatted disk won't work. Throughout the game, you'll be prompted to insert your Data disk and Game disk.

Before you can play a Standard Game, you must do the following:

1. Get two disks that you can copy over.
2. Create a Game Disk by pulling down ➧ from the Main menu and selecting FILER. Follow any disk swapping instructions.

3. Pull down the FILING menu and then select FORMAT GAME DISK. Follow the onscreen instructions to complete the creating of your Game Disk.
4. Next, create a Data Disk by pulling down FILING and selecting MOVE BOOKS AND TEAMS. This formats a Data Disk *and* copies all playbooks and teams onto your new Data Disk. Follow disk swapping instructions.

☞ New Users: When you're asked to insert your source disk, use your copy of Program Disk Side 2; this contains your team and playbook data. If you're a John Madden Football vet and you've got other playbooks and teams you want to copy, insert the disk that they're on.

5. Because of all the teams and plays that must be copied, this process will take about 10 minutes. When it's done, select EXIT to leave the Filer and return to the Main menu.
6. Now you need to load and save each team individually so they're saved *properly* on your new Data disk. To do this, pull down CHALKBOARD and select TEAM. Then pull down FILING and select LOAD. Load the first team listed by double clicking on its name. Once the players appear on the screen, pull down FILING and select SAVE. Click on OK to save the team (it may tell you that the file already exists; click on OK again to replace the file). Repeat this procedure for each team.

TWO WAYS TO PLAY

You can play John Madden Football as a Strategic game or as an Action game. To play as a Strategic game, you call all the plays but let the computer control the players on the field (don't touch your joystick and the computer will take control). In the Action game, you call the plays and control the players on the field with the joystick.

SELECTING THE STANDARD GAME

1. Now that you've created a Game disk and a Data disk, you're ready for the Standard Game. Pull down PLAY and select STANDARD GAME.

2. Enter your Madden Season Ticket number if you haven't already done so. On the codewheel, line up the Section with the Row and find your Seat number in the center of the wheel. Above the Seat number is a small window with your season ticket number; enter this number and press

<Return>. If you don't get it right after the third time, you'll return to the Main menu screen.

☞ Before you actually get into the game, you'll have to swap disks several times so the computer gets all the information it needs. The HOME DATA DISK is simply the Data disk that contains the data information for the home team. Unless you've created other Data disks, the Home Data disk will be the same Data disk for the visiting team.

3. Next you'll see the Game Set-Up screen. Click in the circle or square next to the option to toggle it on or off. (See page 2 for a picture of the Game Set-Up screen.)

FIELD CONDITIONS: Each of the four settings affect play in its own way. Some settings can't be selected together (i.e., you can't have it HOT *and* COLD AND WINDY) while some settings automatically turn on others (i.e., SNOW turns on COLD AND WINDY).

TIME PER QUARTER: The length of an NFL quarter is 15 minutes. Choose a shorter quarter if you want to complete a game faster.

PLAY: You can play against Madden by selecting MADDEN HOME *or* MADDEN VISITOR, against a friend by selecting 2 PLAYER, or have Madden coach both teams by selecting MADDEN HOME *and* MADDEN VISITOR.

FEATURES: Turn any of the following on or off.

FATIGUE — With Fatigue on, after a ball carrier makes a long yardage play, he'll have to come out for one play to rest.

INJURIES — You can have players subject to injury or injury-proof.

PENALTIES — Choose a penalty-free game if you like. If you turn this off, the 30 Second Clock turns off too.

ANNOUNCER — You get a recap of each play after it ends. Turn this off if you don't want the recap.

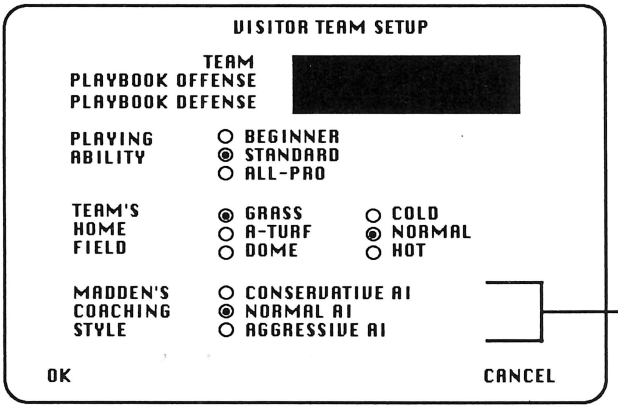
CROSS-HAIR PASSING — There are two ways of passing: with the free-moving crosshair or with the crosshair that toggles through the eligible receivers. If you choose crosshair passing on, you can move the crosshair to any spot on the field and throw. For a pass to be successful, you'll have to lead your receiver. If you turn crosshair passing off, the crosshair will only toggle through eligible receivers. You won't need to lead the receiver; the computer handles that. Having crosshair passing off doesn't guarantee that a pass thrown into heavy traffic won't get intercepted.

30 SECOND CLOCK — Turn this off if you don't want a time constraint.

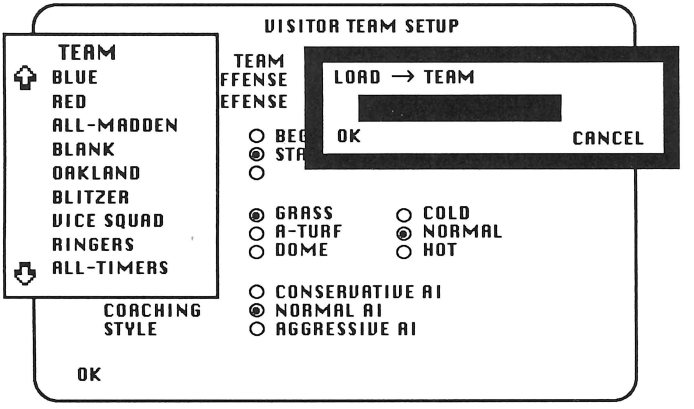
Click on OK when you're done setting up the game.

About the stadium and field conditions: A team's ratings may change when they're the visiting team. In a dome, crowd noise can cause confusion on playcalling which leads to more fumbles. A team that plays on grass at home will be faster and quicker on artificial turf, but will also suffer more injuries. If a team who normally plays in temperate weather at home is facing severe weather, all of their ratings will suffer. Rain hurts a passer's accuracy and a receiver's ability to run pass routes. Snow makes the ball harder to catch and hang on to for all players. Wind hurts the team facing into it since it reduces the accuracy of long range passes and field goal attempts. Wind direction is indicated by the arrow in the lower right corner of the Huddle screen (if there's no wind, there's no arrow).

SETTING UP THE VISITING TEAM



1. Click on TEAM and you'll see a list of teams you can choose from. Double click on the team you want (or type it in) and then click OK.



BLUE: An average pro team with a full roster of average pro players.

RED: Identical team as BLUE but with a different name so you can play RED vs. BLUE and not get confused. In the program, the visiting team is always wearing blue jerseys, so for a BLUE-RED matchup, BLUE should be the visitor and RED the home team.

ALL-MADDEN: These are fictitious all-stars based on the players that John Madden liked best from his time as a coach. This is a very good team that is much better than any pro team ever assembled. They should annihilate any opponent other than the ALL-TIMERS.

BLANK: Same roster as BLUE but with all ratings set to zero and generic position names. Use this as a template for creating your own teams. Put yourself and your friends in the lineup. Be sure not to give the same number to two different players (you can check your work by SHOWing the roster by NUMBER). Try different ratings and see what happens.

OAKLAND: This fictitious team was inspired by the style of team that John developed and coached at Oakland from 1969 to 1978. The offense features a great line with a hard-to-stop fullback, and a deep passing game with outstanding deep receivers. The team includes Fred, a great "possession" receiver, and an outstanding punter. The defense is strong against the run and has great outside linebackers and man-to-man defenders.

BLITZERS: This team was inspired by the Chicago team that pioneered the "46" defense featuring blitzing and man-to-man coverage. They love to blitz and have great pass rushers. The offense features a halfback that John Madden thinks may be the best athlete ever to play the game.

VICE SQUAD: This team features a great drop-back QB and two great wide receivers. The defense runs a zone but isn't very good.

RINGERS: This fictitious team was inspired by the Pittsburgh players that won four Super Bowl rings in the 1970s. The team has a balanced offense featuring a great QB and FB, and two great wide receivers. The defense is outstanding, featuring run defense, pass rush, zone cover age, and ability to force turnovers.

ALL-TIMERS: These are fictitious all-stars inspired by the greatest football players of all-time.

EIGHTERS: This fictitious team was inspired by the San Francisco team that went to three Super Bowls in the 1980s, and includes a great short passing offense and a strong, balanced defense.

2. Pick an offensive playbook. Click on PLAYBOOK OFFENSE and you'll see the offensive playbooks you can choose from. (You only have one offensive playbook until you create more.) Double click on a playbook and the playbook will load onto the Game disk.

3. Pick a defensive playbook. Click on PLAYBOOK DEFENSE and you'll see the defensive playbooks you can choose from. (You only have one defensive playbook until you create more.) Double click on a playbook and the playbook will load onto the Game disk.

☞ If you're playing against Coach Madden, be sure to load for his team the OFFENSE and DEFENSE playbooks that come with the game.

4. Select the PLAYING ABILITY for the visiting team:

BEGINNER — Players have better player ratings, more Quickness, and more time to throw. The opponent also reacts slower when on defense.

STANDARD — No freebies. Players perform to regular ratings.

ALL-PRO — Players play with lower ratings. Opponents also read your moves faster.

Use Playing Ability to create handicaps. For instance, if you're a good player but your opponent isn't, set yourself on ALL-PRO and your opponent on BEGINNER.

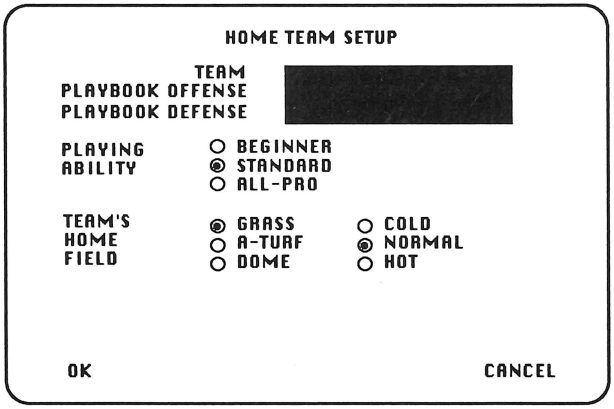
5. Select the team's usual home field conditions. Note: You are not selecting the field conditions that you're about to play on. You're selecting the field conditions that your team *plays on at home.*

On grass, I'd want bigger offensive lineman; big, strong guys, 300 pounds, and I'd want the fullback running. Playing on artificial turf — what I want is speed. I'm trying to get speed on my offensive line: speed, quickness, agility in the offensive line, speed coming out of the backfield, speed in the outside receiver.

6. If Madden is coaching the visitors, select his coaching style (AI stands for Artificial Intelligence).
CONSERVATIVE AI — More running.
NORMAL AI — Balance of running and passing.
AGGRESSIVE AI — More passing.
If Madden is coaching the home team, you'll choose his coaching style on the Home Team Setup screen. If you're playing the 2 Player game, you won't have this selection.

7. Click on OK to confirm your choices and they'll load onto the Game Disk.

SETTING UP THE HOME TEAM



Repeat steps 1 through 7 to set up the home team (you'll skip step 6 if Madden is coaching the visiting team). Swap disks as prompted and you'll go to the coin toss. The home team calls HEADS or TAILS and then the winner of the coin toss chooses to RECEIVE or KICKOFF. The teams line up on the field and the kickoff takes place.

☞ If you'd rather be a spectator, have Madden coach both the visiting and home teams.

CALLING OFFENSIVE PLAYS

You have to be able to control the ball and get first downs. You get first downs and then eventually they turn into touchdowns. Then you have to have the ability to go for the strike and hit it 30% of the time. Then, the big thing is, when you get inside the 20, being able to play inside the 20. That's what separates teams...that's always the divider.

In the Standard Game, you can choose from 81 plays for offense. The plays are divided into 9 series of 9 plays each — the 10, 20, 30, 40, 50, 60, 70, 80, and 90 series. They're grouped by play type or formation. For complete details on each series and the plays, refer to John Madden's Offensive Playbook.

1. Double click to call up the series screens. Depending on the series you want, move your joystick to one of the following positions:

10	20	30
40	50	60
70	80	90

2. Until you make a selection, the default series number is 5. Click the joystick button on the series you want. The screen will disappear and the series number will replace the first ? after PLAY ?? on the Huddle screen (if you're playing against another person, an X appears so he or she can't see your choice).

3. Double click the joystick button and you'll see the nine plays in the series. Move the joystick to the play you want and click. Now you'll see the entire series/play number after PLAY (or two X's in the 2 Player game.) To cancel a play, double click and ?? will appear after PLAY; repeat steps 1 through 3 to pick another play.

4. Wait for your opponent to call a play. If the 30 Second Clock is on, try not to let the clock run under 10 seconds. The defense still gets up to 8 seconds to call a play; if the defense lets the clock run out, *your team* will get a delay of game penalty. When your opponent is done, SET will start flashing. Click to break the huddle and click again to snap the ball.

You start off on 1st and 10 as a running down for most teams...if it's 2nd and 5 or less, it's also a running down. 2nd and more than 5 is a passing down...3rd and 2 is short yardage running, 3rd and anything longer is long yardage passing.

☞ You don't need to call up the preview menus to select a play. Just enter the play *as if the preview menu were open.* For instance, if you want to select play 1 from series 2, you would push your joystick up to where series 2 would be *if the menu were open* and click to select it. Then you'd push the joystick to the upper left corner where play 1 would be *if the menu were open* and click to select it. If you're playing a two-player game, ?? will change to an XX. At first it may be a little difficult to select the right number while "blind," but you'll get the hang of it.

PLAYER NUMBERS

All NFL players are numbered according to their positions:

1-19	Quarterbacks and kickers
20-49	Running backs and defensive backs
50-59	Centers and linebackers
60-79	Defensive linemen and interior offensive linemen
80-89	Wide receivers and tight ends
90-99	Defensive linemen

Players who have been in the NFL prior to 1972 are allowed to use their old numbers.

CALLING DEFENSIVE PLAYS

Most people evaluate a team and they'll only evaluate the offense. They don't evaluate their defense and their special teams. If your offense isn't as good as the other offense, then you have to win it on defense and special teams.

Like the offensive plays, you can choose from 81 defensive plays, which are divided into 9 series of 9. For complete details on each series and the plays, refer to John Madden's Defensive Playbook. John Madden Football comes with a 4-3 defense, which uses three linebackers. Many NFL teams use a 3-

4 defense with four linebackers; to create your own 3-4 defense, see Chapter 8, *Chalkboard — Play Diagramming.*

In the 4-3 defense, there are four front linemen supported by three linebackers. The 4-3 is good against the run because there are more tacklers waiting for the running back at the line of scrimmage and because four defensive front men can better neutralize the blocks of four or five offensive interior lineman. This defense can also generate an effective pass rush since it's harder for the offensive line to double- and triple-team the individual rush men. All three linebackers must be very mobile because they're responsible for covering more area than the linebackers in the 3-4 formation.

> *I think generally what you try to do is take away the guys that are winning games for 'em, and hope they don't have a lot of 'em...make them beat you with someone else that doesn't do it.*

☞ If you're playing a 2 Player game, you can't use your joystick to enter defensive information; you must use your keyboard. When you're told to double click, quickly press <Return> twice. When you're told to use your joystick, use your arrow keys. Use the arrow keys to control your players on the field.

1. Double click to call up the series screens. Depending on the series you want, move your joystick to one of the following positions and click.

10	20	30
40	50	60
70	80	90

2. When you see the series you want, click the joystick button. The series screen will go away and the first digit of that series will replace the first ? after PLAY ?? on the huddle screen (if you're playing against another person, an X appears so he or she can't see your choice).

3. Double click the joystick button and you'll see the nine plays in the series. Move the joystick to the play you want and click. Now you'll see the entire play number after PLAY (or two X's in the 2 Player game.) Double click if you want to cancel your play and call another.

☞ If you're using the keyboard, double click <Return> to call up the series screen. Enter the first digit of the series you want; you'll see it on the screen. Press <Return> to accept that series. Next, double click <Return> to bring up the series screen again. Enter the number of the play you want and press <Return>.

4. Once you call a play, you can call an audible. Audibles are optional. You don't have to call one since all 11 players already have their assignments. Use audibles only to override an assignment called for a particular play. If you choose to use an audible, there are two types of audibles: pre-snap and post-snap.

Pre-snap audibles
You must call the pre-snap audibles from the Huddle screen. If you're in 2 Player mode, XX will replace the ?? after AUDIBLE. If you enter a player number that doesn't exist, the computer will ignore your input.

B	Blitz. Tells a player to blitz (rush the passer). Enter the player's number and press B. You can have up to five players blitz.
C	Cheat. Tells the strong safety to cheat up to defend against the run.
H	Hero. Lets you gain control of a single player's movements after the ball is snapped. Enter a player's number and then press H. The player moves under computer control until you take control of him with your joystick or keyboard. If you don't take control of him, he'll continue to run under computer control.
M	Man-to-Man. This lets you assign man-to-man coverage. Input your defensive player's number, press M, input the offensive player's number (the one you wa nt your man to cover), and press <Return>. You can assign man-to-man for up to three players.
N	No audible. This makes a fake audible sound; use it to fool your human opponent into thinking you called an audible.
<Del> or <Ctrl>-D	Cancel all audibles.

Post-snap audibles
You can use the following post-snap audibles after the ball is in play. Just press the key and the audible will take effect.

P	Sell out to the pass. Tells *all* your players to react to a pass play. If you're wrong about the pass and want to sell out to the run instead, quickly press R (there's a chance it will be too late for your players to change their reaction).

R Sell out to the run. Tells all your players to react to a run play. If you want them to switch to a pass coverage, quickly press P (there's a chance you're players won't respond to the change in time).

← Moves the LBs and DBs to the left.

→ Moves the LBs and DBs to the right.

↑ or ; Moves the LBs and DBs to the up field.

↓ or / Moves the LBs and DBs to the down field.

5. To cancel a play, double click and ?? will appear after PLAY; pick another play.

If the 30 Second Clock is on, you get 8 seconds to pick your play and audible (optional) after the offense picks its play. If you don't call a play before the offense breaks the huddle, you automatically run the last defensive play called.

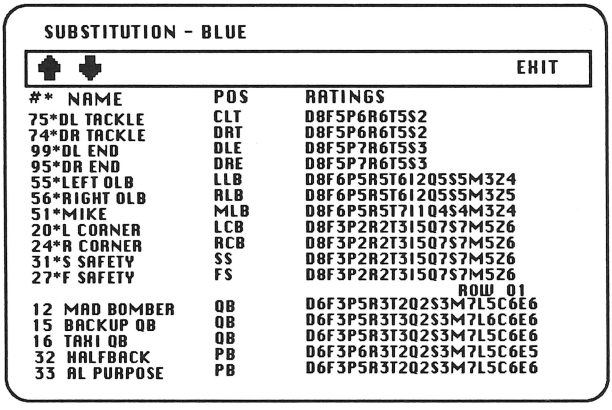
A bad team, they do everything bad. They don't even dress right. It shouldn't be. They're guys that are professional. You pay 'em a lot of money so they shouldn't blow audibles.

You don't need to call up the preview menus to select a play. Just enter the play *as if the preview menu were open*. For instance, if you want to select play 1 from series 2, you would push your joystick up to where series 2 would be *if the menu were open* and click to select it. Then you'd push the joystick to the upper left corner where play 1 would be *if the menu were open* and click to select it. If you're playing a two-player game, ?? will change to an XX. At first it may be a little difficult to select the right number while "blind," but you'll get the hang of it.

3 SUBSTITUTE PLAYERS

Substitutions are a useful tool for replacing injured or tired players, or players whose skills won't work for a certain play. To substitute a player during a game:

1. Press <ESC> from the Huddle screen and then pull down TEAMS. Pick SUBSTITUTION — [*your team's name*] for the team you'll be making substitutions for.



2. You'll see two rosters. The top roster shows the players currently in the game. The bottom roster shows the entire team. Starters on the last play have asterisks by their names.

3. Go to the top roster and click on the player you want out of the game. Then go to the bottom roster and click on the player you want in (use the up and down arrows on the menu bar to scroll through the roster). The players will switch places. You can't have players who have different rating categories replace each other. You also can't flip the position of two starters. You must take both players off the roster and put them back on in each other's positions. You cannot make substitutions for special teams.

4. Select EXIT when you're done.

5. If you want your new lineup saved, pull down TEAMS and select SAVE — [*your team's name*]. You can save the team under the same name by double clicking on its name on the team list, or you can type in a new name and click OK. If you don't save your changes, the original team will appear the next time you load this team. Saving the team is important for league play; you'll want to keep track of all injuries since they affect subsequent games in league play. Be sure to save your team at the *end* of the game.

6. To return to the game, select GAME and then RESUME.

You can either have an idea and then you go get the people that can do it, or you have the people that can do it and you make your ideas for what they do best.

INJURIES

If there's a code after a player's number, then the player is injured (except in the case of an asterisk — this marks a starting player). The length of time a player will remain unavailable for play depends on the code:

*	Starter	Player not injured
F	Fatigue	Out for one play
G	Game	Out for the entire game
H	Half	Out for the half
Q	Quarter	Out for the quarter
S	Series	Out until a change in possession
#	Games out	A number represents the remaining games the player will be unavailable (Remember to save your game for this number to remain valid.)

4 VIEW TEAM ROSTERS

SHOW ROSTER

PRINT SHOW EXIT

BLUE ROW 01

#* NAME	POS	RATINGS
12 MAD BOMBER	QB	D6F3P5R3T2Q2S3M7L5C6E6
15 BACKUP QB	QB	D6F3P5R3T3Q2S3M7L6C6E6
16 TAXI QB	QB	D6F3P5R3T3Q2S3M7L5C6E6
32 HALFBACK	PB	D6F3P6R3T2Q2S3M7L5C6E5
33 AL PURPOSE	PB	D6F3P5R3T2Q2S3M7L5C6E6
44 FULLBACK	FB	D8F6B4P3R4Q4T6S4M3L2H4
45 SUB FULL	FB	D5F4B3P2R6Q7T5S7M4L3H5
32 HALFBACK	HB	D5F3B1P1R4Q6T3S6M3L2H4
33 AL PURPOSE	HB	D5F3B1P1R4Q6T3S6M3L2H4
81 FLANKER	FL	D8F5B2P0R3Q7T3S7M7L6H7
83 WIDEOUT	FL	D5F3B1P0R1Q5T2S6M6L4H5
80 SPLIT END	SE	D8F5B2P0R3Q7T3S7M7L6H7
82 SPEEDY	SE	D5F2B0P0R2Q6T0S6M5L5H5
87 TIGHT END	TE	D8F5B5P4R3Q3T5S4M5L2H5
88 TIGHT LEFT	TE	D5F3B4P3R1Q1T3S3M3L1H3
89 UPBACK	UB	D5F4B3P2R2Q2T2S5M4L2H4

You have to have the guys that can do it. If I don't have a burner out here, I'm not gonna stretch 'em, so I always wanted a speed guy and a possession guy and a combination guy here in the backfield.

You can view or print your roster of players during a game by selecting <ESC> to pause the game. Then select TEAMS and SHOW ROSTER — [*your team's name*] to open your team's roster. You can show the roster BY DEPTH CHART (the rating number), BY NUMBER, or BY NAME. To move around the roster, use your ↑, ↓, ←, and → keys. To scroll up and down the roster, use the ↑ and ↓ arrows on the menu bar.

You can print just a PAGE or ALL, the entire roster.

Players who share the same position are ranked within that position from best to worst according to their abilities (total ratings).

RATINGS

The ratings number (in the far right column) is the key to each player's abilities. Ratings are based on a scale of 0 (the worst) to 9 (the best). Move your cursor on a rating abbreviation and the full word appears at the top of the screen along with the rating.

The ratings that a player has depends on his position. For instance, all players will have a rating for durability, the ability to avoid injury, but only a passer will have a rating for pressure, the ability to throw under pressure.

General Ratings

- **D** Durability. Ability to avoid injury.
- **F** Fumble avoidance/causing. Ability for a ballcarrier to avoid fum bling or a defender to cause a fumble.
- **Q** Quickness. Extra acceleration for ballcarrier; rating for defender primarily influences interception returns.
- **S** Speed. Player speed for the position designated.

Offensive Ratings

- **P** Pressure. Passer's ability to throw under pressure.
- **R** Rushing. Runner's ability to find running daylight.
- **T** Tough yards. Runner's ability to break tackles and struggle for extra yardage.
- **M** Medium/short pass routes. Passer's accuracy and receiver's ability to evade pass coverage on short and medium routes (up to 17 yards downfield).
- **L** Long pass routes. Passer's accuracy and receiver's ability to evade pass coverage on long pass routes (18 or more yards downfield).
- **C** Coverage reading. Passer's ability to find the open receiver.
- **E** End zone. Passer's extra ability to get the touchdown when he gets close to the end zone.

P Pass block. Blocker's ability to block for passes.
B Run block. Blocker's ability to block for runs.
H Hands. Receiver's ability to catch passes.

Defensive Ratings

P Pass rush. Defender's ability to pass rush or blitz the passer.
R Run defense. Defender's ability to plug a hole, evade or shed blocks, and get into position for a tackle.
T Tackling. Defender's ability to tackle the ballcarrier.
I Interceptions. Defender's ability to catch a pass.
M Man coverage. Defender's ability to stick closely to a receiver and defend a pass when using a Man, Bump, or Favor task.
Z Zone coverage. Defender's ability to read the passer and react quickly and defend a pass when using a Short Zone or Long Zone task.

Special Teams Ratings

P Penalties. Overall penalty rating for the entire team; the higher the rating the less likely the team is to be penalized.
B Block kick/avoidance. Ability of field goal kicker or punter to avoid a blocked kick; when part of a kick returner's ratings, it is the team's ability to block the kick.
1,2,3,4,5 Field goals. Ability of placekicker (position K) to kick field goals of distances 10-19 yards, 20-29 yards, 30-39 yards, 40-49 yards, and 50 yards or more. The percentage chance of a successful kick is roughly 10.8 times the kicker's rating plus an adjustment for blocked kicks and kick length if the kick is over 50 yards. Kick length is calculated by taking the line of scrimmage, plus 7 yards back to the placement of the ball for the kick, plus the 10 yards of the end zone. For example, if the line of scrimmage is the 30, a field goal attempt would be a 47-yarder.
K Kick length. Overall average kickoff length for placekicker and punt length for punter.
H Hand time. Time punt is in the air; the higher the rating the more time the coverage team has to get into position to stop a punt return.

Changing a Rating

You can change ratings, but you can't do it from this menu since a game is in progress (it would be unfair to jack up a player's ratings during a game just because he wasn't performing well; performing poorly is a part of the game).

To change ratings, you must quit the game. At the Main menu, pull down CHALKBOARD and select TEAM. For complete details, see Chapter 10, *Chalkboard — Team Editing.*

PLAYER POSITIONS

Here's a list of the player positions you'll see in John Madden Football:

	OFFENSE		DEFENSE
C	Center	CB	Cornerback
FB	Fullback	DE	Defensive End
FL	Flanker	DLE	Defensive Left End
G	Guard	DLT	Defensive Left Tackle
HB	Halfback	DNT	Defensive Nose Tackle
K	Placekicker	DRE	Defensive Right End
LG	Left Guard	DRT	Defensive Right Tackle
LT	Left Tackle	DT	Defensive Tackle
P	Punter	FS	Free Safety
PB	Passing Back	KR	Kickoff Returner
QB	Quarterback	LB	Linebacker
RG	Right Guard	LCB	Left Cornerback
RT	Right Tackle	LILB	Left Inside Linebacker
SE	Split End	LLB	Left Outside Linebacker
T	Tackle	MLB	Middle Linebacker
TE	Tight End	PR	Punt Returner
UB	Up Back	RCB	Right Cornerback
		RILB	Right Inside Linebacker
		RLB	Right Outside Linebacker
		S	Safety
		SS	Strong Safety

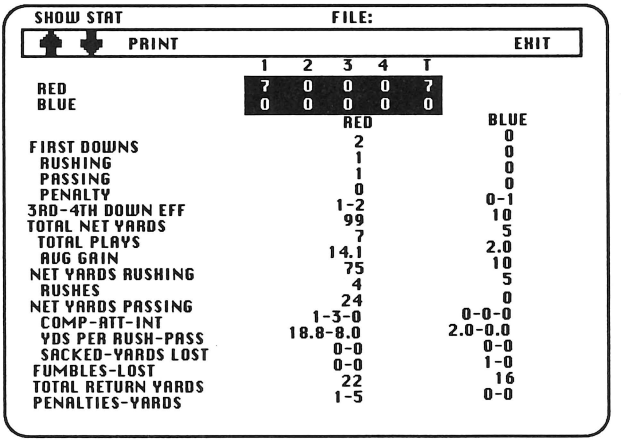
5 VIEW STATISTICS

At halftime in the real game we looked at the stats. Every play that we ran and every pass pattern — we had the stats. We could break it down and act on what we found.

John Madden Football compiles a full range of statistics for you when you play the Standard Game. These stats are just like the ones you find in the sports section of your newspaper. Any time during the game, you can view

the team stats, individual stats, and a scoring summary of the game. The stats let you analyze your team's performance or an individual player's performance. To call up the statistics screen during a game:

1. Press <ESC> at the Huddle screen. Pull down the STATS menu and select SHOW STATS.



2. The first screen shows the scoring summary for the four quarters and the team's statistics. The stats on the following screens show the breakdown. Use the down arrow on the menu bar to view the rest of the stats. Remember that you're viewing statistics that cover play up to the point you called this time out.

3. To print any or all stats, pull down the PRINT menu and select PAGE (to print out the page shown on the screen) or ALL (to print out all the stats).

4. Select EXIT to leave the Game Statistics screen. At the Main menu, pull down GAME and then select RESUME to pick up where you left off.

5. At the end of a game, you can save the first screen of statistics to your Data disk. At the end of your game, you should be at the Game Pause screen. Pull down STATS and select SHOW STATS. At the Show Stats screen, pull down FILING and select the team whom you want to save the stats for. NOTE: This will only save the first screen of statistics. If you want a record of all the statistics, you must print them out sometime before you quit this game.

6 SAVE/QUIT GAME

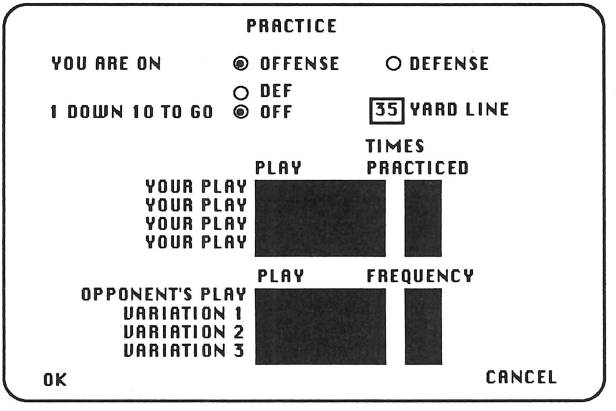
When you want to quit a game, press <ESC> and pull down GAME. You get the following options:

RESUME: Select this to resume a paused game.
SET UP: Pick this to call up the Game Set-Up screen. You can change any of the features and resume your game.
RESTART: This aborts your current game and starts another game. You'll start the new game at the coin toss. This will not save your current game.
SAVE: This saves your current game so you can play it or review the summary stats later. CAUTION: You can only save one game on a disk. This will erase any other saved game on the disk.
QUIT: This returns you to the Main menu. This doesn't save your game; select SAVE first if you want the game saved. If you want to quit the game entirely, select QUIT, remove your disks from the disk drives and turn off the computer.

7 PRACTICE INDIVIDUAL PLAYS

You don't need to play a full-blown game just to test a few plays. In Practice, you can run a play against any other plays to find its strengths and weaknesses. For instance, you can execute a particular offensive play against several likely defensive alignments to see how effective that offensive play works under particular defensive conditions.

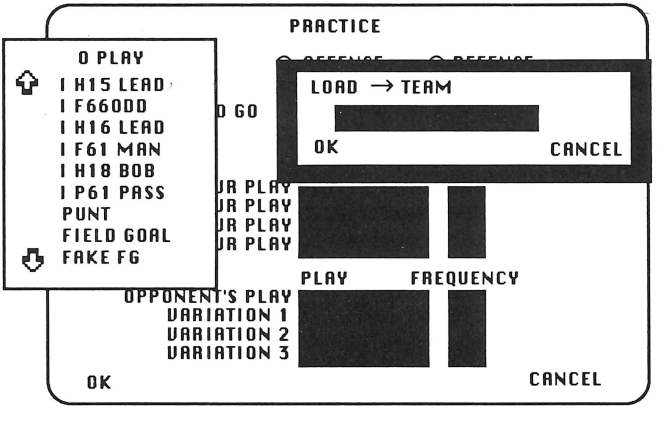
1. At the Main menu, pull down PLAY and select PRACTICE.



2. Select OFFENSE or DEFENSE, depending on the type of play you want to practice.

3. Select whether you want the play to start on the offense's (OFF) or defense's (DEF) side of the field. Click in the box next to YARD LINE to change what yard line the ball is placed on; the yardage increases by increments of five.

4. Click on the first YOUR PLAY.



5. You'll see the Playbook box on the left side of the screen. Scroll up and down the Playbook box until you find the play you want to practice. Select a play by double clicking on it; its name will appear next to YOUR PLAY on the Practice screen.

6. Under TIMES PRACTICED, use your keypad to enter the number of times you want to practice the play and press <Return>. (To enter a single-digit number you need to lead it with a 0. For instance, to practice a play five times, type "05".) If you make a mistake, click on the box with your cursor to change the number or keep pressing <Return> until you highlight the box again.

7. Click on OPPONENT'S PLAY. You'll see a list of plays in the Playbook box; double click on the one you want. Under FREQUENCY, enter the number of times you want to execute this play.

8. If you entered more than one offensive play and/or more than one defensive play, the match up when you go to execute your practice play will be random.

9. If you want to try other plays, click on VARIATION #1 and you'll see the list of plays again. Choose another play and enter the frequency. You can have up to 3 variations (they all must be from the same Data disk).

10. Click on OK when done; the teams line up on the field in formation. Click to start play. As in a game, you can control players or just watch. Single step through a play by pressing the space bar. Observe how your offensive or defensive play works against the opponent's offensive or defensive formation.

11. When the play is complete, you'll return to the Practice screen. Click OK to run it again. If you want, change the TIMES PRACTICED or FREQUENCY. Click CANCEL when you're done and you'll return to the Main menu.

☞ All plays must be on the Data disk that is currently in the drive.

8 CHALKBOARD-PLAY DIAGRAMMING

The Chalkboard lets you change existing plays or create new offensive and defensive plays from scratch.

Editing Offensive Plays

SELECTING AN OFFENSIVE PLAY TO EDIT

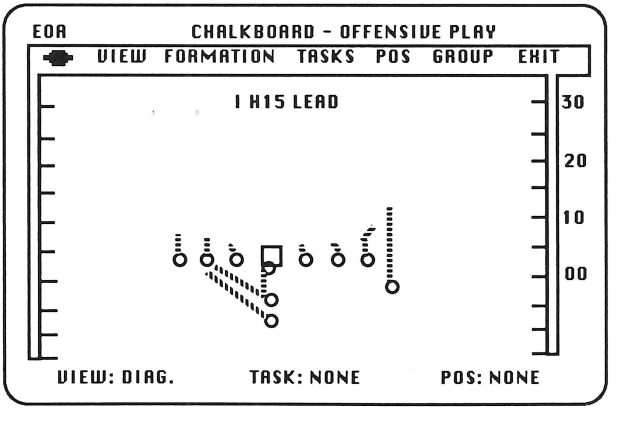
The first thing I build on is offensive line. I would have to build an offensive line...until I get that, I don't have anything. So what you do is you just go out and you get a bunch of good athletes.

Before you can work with a play, you have to load it:

1. Pull down CHALKBOARD from the Main menu and select OFFENSIVE PLAY.

2. Pull down ◆ and select LOAD PLAY.

3. The playbook box shows your existing offensive plays. Use the up and down arrow to scroll through the list. Double click on the play you want to edit.



4. The offensive players are in formation, with the position of each offensive player marked by an "o". The orange lines indicate each players' route assignments (not all players will have route assignments; players without route assignments usually wait for the play to unfold before they decide their course of action). Along the bottom are VIEW, TASK, and POS.

VIEW tells you what view you're in: DIAGRAM, POSITION, or ISOLATION. The view you're in right now is Diagram. Position shows the position of each player in this play. Isolation lets you focus on a single player's route and task. You'll use the Position and Isolation views later.

TASK tells you the task a highlighted player has been assigned. If a player isn't highlighted or doesn't have a task, it should say TASK: NONE.

POS is the highlighted player's position. If a player isn't highlighted, it should say POS: NONE.

MOVING PLAYERS

To move a player, put the tip of the finger (on the hand cursor) on the player. Click once and the player will "stick" to the finger (don't hold the button down). Move the hand to a new location and click again to drop the player in his new position. You cannot move any of the players on the offensive line (i.e. guards, center, and tackles).

Once you move a player, he loses his route (the orange line) if he had one and his task. You'll have to draw a new route assignment and assign him a new task.

☞ Be careful when you use the finger cursor. If you click while the finger is on a player, that player will lose his route and task information!

CANCELLING TASKS AND ROUTE ASSIGNMENTS

Before you assign an indiviual a new task and route, you should cancel existing ones. To do this:

1. Put the finger on the player whose task you want to erase.
2. Click the button. The player will stick to the finger. You can move him to a new place or leave him where he is; click to release the player.
3. Follow the directions below to redraw the route assignment and assign a new task.

To cancel the team's tasks:

1. Pull down .
2. Select CANCEL ALL. All the tasks and route assignments will be erased.
3. Redraw the players' route assignments and give them new tasks.

To cancel a task you selected from the TASKS or GROUP menu and then decided not to assign:

1. Pull down .
2. Select CANCEL TASK. The hand with the chalk should change to the pointing finger.

ASSIGNING GROUP TASKS

The group tasks help you save time in assigning tasks. There are six group tasks (most of them blocking assignments) that you can choose from on the offensive chalkboard. Exactly which players you affect by assigning a group task depends on the task you choose. Once you select a new group task, the affected players will take up their new positions and show new route assignments.

> *If you do the obvious, you're gonna lose. With the computer playing the other guy, I'd say pass when you're supposed to run and run when you're supposed to pass, and that'll confuse 'em all. The defense doesn't know what to do.*

To assign a group task, pull down VIEW and select DIAGRAM. Then pull down GROUP and select an assignment from the list below:

RUN BLOCK: Assigns both guards, both tackles, and the center to drive forward and block an opposing defender in an effort to create holes for a running back.

PASS BLOCK: Center hikes and blocks; guards take a step back and block pass rushers; tackles take three steps back and block rushing defensive ends or linebacker.

TRAP LEFT: Left tackle, left guard and center block to the right; right guard pulls left; right tackle blocks to the left.

TRAP RIGHT: Left tackle blocks to the right; left guard pulls right; center, right guard, and right tackle all block to the left.

FIELD GOAL: Center snaps to placeholder and blocks; guards and tackles block from stationary positions; both tight ends take three steps back and block outside rushers; fullback blocks in backfield; kicker runs towards placeholder and kicks football.

PUNT: Center snaps and blocks; guards, tackles and tight ends block from stationary position; both wide men sprint down the field; fullback blocks forward; punter takes snap and kicks.

Assigning Individual Tasks

You've positioned the players where you want them, and you're satisfied that the groups are making the right moves. Now you can fine tune your plays by assigning individual tasks.

1. Select TASKS and then select one of the tasks described below. The pointing hand now holds a piece of chalk and the task name appears next to the task.

2. Move the hand over a player and click. His previous route disappears and a rectangle highlights the player.

3. Move the joystick in a direction to create the route for that player. Click once to change the direction of the player's route (he can change directions up to three times). On the *fourth* click, the route will be set. If you're drawing only one or two directions, double click on the last spot to cancel the rest of his moves. If the assignment is accepted, you'll get the pointing hand again. NONE appears next to TASK: at the bottom of the screen, and the new route appears fully drawn.

Note: The only exception for assigning individual tasks is MOTION. See that task for special instructions.

RUN: Gives the runner a generic run route.

DAYLIGHT: The running back runs at 3/4 speed and picks his own hole or route.

DRAW: Running back is stationary until quarterback hands him the ball; then he runs forward.

RUN FAKE: Runner heads towards hole and pulls in his hands as though he's received a handoff.

HANDOFF: QB turns, takes assigned number of steps, and hands off to runner. The runner flashes at the moment of the handoff. The runner's route should intersect the QB's route for an effective handoff.

PITCH: QB follows his route and laterals the ball to a running back. You must have a running back near the QB for an effective pitch.

OPTION PITCH: QB begins to run, then pitches to halfback or keeps at your option. If the QB is keeping the ball, you should have him run behind the running backs.

RUN BLOCK: Player follows route and blocks defender.
PASS: QB drops back and passes ball.
PLAY ACTION PASS: QB fakes handoff to running back (who executes run fake), then passes to receiver. The QB flashes at the moment he fakes the handoff.
PASS ROUTE: The receiver will be assigned a generic pass route.
PRIMARY: Draws route of the receiver that QB looks for first on pass play. Good QBs don't need a primary; they see the whole field.
CHECK SWING: Checks first for a free pass rusher to block. If there isn't one, he swings out on a receiving route.
BLOCK AND GO: Back or receiver blocks for a single "count," then runs a pass route.
COMEBACK: Sharp comeback pass; move joystick left or right to determine side of receiver's comeback and click.
CURL: Receiver curls to one side or the other; move joystick left or right to determine side of receiver's curl and click.
PASS BLOCK: Player steps back and blocks nearest defender.
MOTION: To give a motion task:

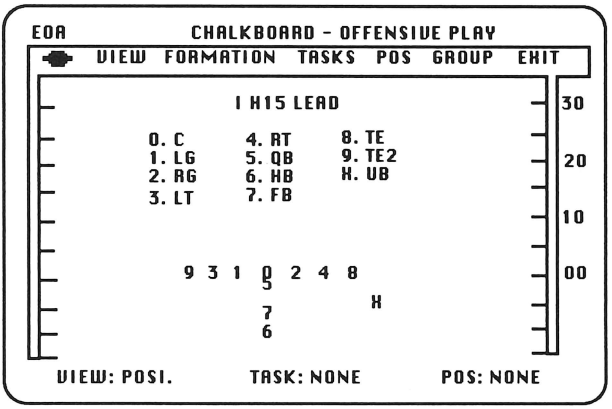
1. Select MOTION from the TASKS list.
2. Draw the complete route for the player.
3. From the TASKS menu, select the task you want the player to complete after the ball is snapped.
4. Move the hand with the chalk on top of the player and click.

PLACE KICK: Kicker runs toward the placeholder and kicks the ball.
PUNT: Punter receives the snap and punts the ball.

CHANGING TYPES OF PLAYERS

With the POS menu option, you can change the *type* of player in any position. Let's say you've got an offensive running play up on the Chalkboard. The quarterback has a halfback on his left and a fullback on his right. You decide you want to have your two best halfbacks in for this play. Through this option, you can swap the fullback for a halfback.

To change a player type, pull down VIEW and select POSITION. The circles on the screen will change to numbers; each number represents a position. The Positions list, just above the formation, tells you what type of player is in each position.



Decide what position you want to change. Then pull down POS and select the type of player you want to have in that position. The pointer changes from a hand to a clipboard. Place the tip of the clipboard on the number of the player that's going out and click. The new player type now appears on the Position List next to the number that corresponds to his location on the diagram.

If you have two players playing the same position in a play, the second highest rated player will have a "2" next to his position. For instance, in the above example are two tight ends: one is TE (the highest rated tight end) while the other is TE2 (the second highest rated).

LOOKING AT INDIVIDUAL PLAYERS

To check a single player's task and route assignments, pull down VIEW and select ISOLATION. All route assignments (orange lines) will disappear from the screen. Put the magnifying glass on a single player and click to see that individual's task and route assignment. It's easier to view an individual's moves without the clutter of all the other players' moves.

Another way to view individual tasks (but not assignments) is by using the hand cursor. Hold the button down and move the cursor from player to player. Each player's position and task name will appear at the bottom of the screen. *Be sure to keep the button pressed down. If you release the button on a highlighted player, you'll erase his task.* When you're done, move the hand off of the players and release the button.

FLOPPING A PLAY

To vary your formations, you can "flop a formation." Pull down and select FLOP PLAY. The formation flops and becomes the mirrored opposite of the old play (i.e., the strong side of the line becomes the weak side, and the weak side becomes the strong).

WALKING THROUGH YOUR NEW PLAY

When you're done changing personnel and reassigning player tasks, pull down and then select WALK THRU. Walk Thru lets you check to see that the player tasks are coordinated for the play you've just edited. You'll see all 11 players moving in slow motion along their assigned routes. Check that the players move the way you want them to. To return to the play diagram on the chalkboard, click the button.

PRINTING FORMATIONS

John Madden Football doesn't support graphics printing, so you can't print player routes. But you can print the formation by selecting PRINT FORMATION from the menu.

SAVING YOUR EDITED PLAY

Now that you've perfected your play, remember to save it. Pull down and select SAVE PLAY. Click on OK to save it under its current name or type in a new name and then click OK.

VIEWING YOUR NEW PLAY AGAINST THE OPPOSITION

If I could overpower 'em, I'd have to do that. If I couldn't, I'd trick them.

Now that you've seen how your players will move when the ball's snapped, you'll want to see how the play *really* works when the defensive heat is on. To view your edited play against opposition, do the following:

1. Pull down and select FULL PADS. Before you can continue, you must save your play. Select OK to save it under its current name or give it a new one. If you save it under the same name, you're told that the file already exists. Select OK to replace the file. Follow the onscreen instructions until the Full Pads screen appears with the name of your edited offensive play in the box next to YOUR PLAY.

2. To choose your opponent's play, point at the space in the lower box next to OPPONENT'S PLAY, then click. You'll get the defensive playbook;

double click on a play to select it. Then change the FREQUENCY if you want by clicking on the number and entering a new one. You can add up to three other defensive plays by repeating this procedure with the VARIATION # slots.

3. Click on OK to confirm your choices. The teams appear in pre-snap formation. Click to start play. If you gain yardage, Coach Madden will tell you how you did.

4. Once the play is over, the Full Pads screen returns. Select OK to run again. Run the play the number of times you selected or select CANCEL to return to the Chalkboard.

Drawing Offensive Plays

Even though John Madden Football comes with 81 plays that you can edit, you may still want to create a play that's entirely different.

1. At the Main menu, pull down CHALKBOARD and select OFFENSIVE PLAY.

2. Make sure you're in diagram mode by pulling down VIEW and selecting DIAGRAM.

3. Pull down FORMATION and then select a formation. The name of the formation appears at the top of the screen and the offense lines up in pre-set positions. Take a look at their positions and decide if that's the formation you want as the foundation for your play. Try another formation if it's not appropriate for the play you want to draw.

4. Once you've selected a formation, use the details in "Editing Offensive Plays" (above) to draw your play.

Editing and Drawing Defensive Plays

Use the Chalkboard to edit or draw defensive plays the same way you used it for offensive plays. From the Main menu, pull down CHALKBOARD and then select DEFENSIVE PLAY.

In Diagram view, you'll see a generic offensive formation along with your defensive formation. You can't change the offensive formation the program gives you.

ASSIGNING A FORMATION

There are two formation options on the menu bar: 4-3 and 3-4. The 4-3 uses two defensive tackles and a middle linebacker. The 3-4 uses one nosetackle and two inside linebackers. When you're drawing a new defensive play, choose from either of these menus to lay down the formation of your new play. Once you have a formation, you can go on to assigning group and individual tasks. All pro teams use either the 4-3 or 3-4 as their basic defense.

ASSIGNING GROUP TASKS

To save time, you can assign group tasks first through the GROUP menu and then choose individual tasks for each of the remaining players. To assign a group task, pull down VIEW and select diagram. Then pull down GROUP and select an assignment from the list below.

GAP CONTROL: Defensive linemen/linebacker plug the gaps in the line where running backs are likely to go.

PASS RUSH: Defensive linemen rush the opposing QB; this weakens their ability to stop a run.

READ: Defensive linemen hold their position and "read" offensive players before reacting. Strong defense against a run.

MAN TO MAN: All receivers are covered by one defender with the FS free to cover deep.

2 DEEP ZONE: Linebackers and corners cover in a short z one; the two safeties go into deep zone coverage.

ZONE STRONG: Rotating zone to strong side with three deep zone defenders.

ZONE WEAK: Rotating zone to weak side with three deep zone defenders.

PUNT RETURN RIGHT: Three right side defensive linemen backpedal; together with the short man, they form a wedge for the punt returner on the right side.

PUNT RETURN MIDDLE: Nine-man defensive line rushes the punter; one back blocks for kick returner, who stands deep to return punt.

PUNT RETURN LEFT: The mirror image of Punt Return Right. Wedge forms on left side of defensive line.

ASSIGNING INDIVIDUAL TASKS

To assign individual tasks to any of the players:

1. Select TASKS and then select one of the tasks described below. The pointing hand now holds a piece of chalk and the task name appears next to the task.

2. Move the hand over a player and click. His previous route disappears and a rectangle highlights the player.

3. Move the joystick in a direction to create the route for that player. Click once to change the direction of the player's route (he can change directions up to three times). On the *fourth* click, the route will be set. If you're drawing only one or two directions, double click on the last spot to cancel the rest of his moves. If the assignment is accepted, you'll get the pointing hand again. NONE appears next to TASK: at the bottom of the screen, and the new route appears fully drawn.

Note: The only exception for assigning individual tasks is MAN TO MAN. See that task for special instructions.

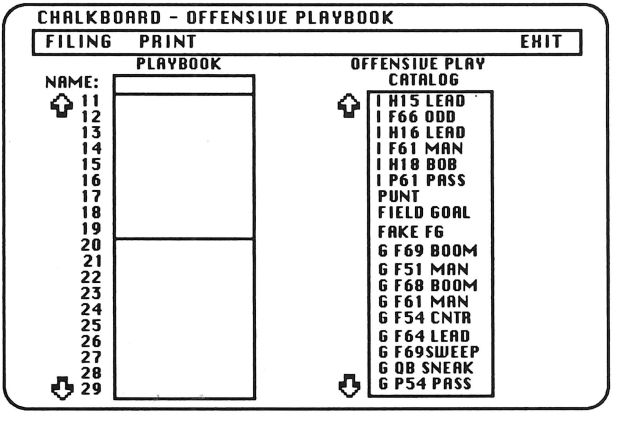
READ: Player holds his position and reads offensive players before reacting. Strong defense against a run.
GAP CONTROL: Player stunts into the gap you designate.
PASS RUSH: Rush passer.
BLITZ: Linebacker or defensive back penetrates into offensive backfield to stop pass or run.
MAN TO MAN: Defender guards potential receiver one-on-one. Pull down TASKS and select MAN TO MAN. Click on a defender and then click on the offensive player he will guard. Click once more to complete the assignment.
BUMP AND RUN: Defender bumps potential receiver, then covers him man-on-man. Move joystick left or right to highlight receiver to defend and then press button.
BUMP AND ZONE: Defender bumps receiver, then drops into short zone coverage.
SHORT ZONE: Defender — usually linebacker or cornerback — covers the short zone area.
LONG ZONE: Defensive back covers in deep zone. Defender will drop as deep as required to avoid being beaten on deep pass route.
FAVOR WEAK: Player, usually a safety in a man-to-man defense, provides backup coverage to weak side.
FAVOR STRONG: Player, usually a safety in a man-to-man defense, provides backup coverage to strong side.
BLOCK PUNT: Defender tries to block punt attempt.
KICK RETURN BLOCK: Lineman tries to prevent offensive coverage men from getting downfield after ball is kicked.
RETURN KICK: Return man catches kickoff or punt and begins to run upfield.

9 CHALKBOARD-PLAYBOOK EDITING

For any game you must have all your plays assembled in a playbook. You can create new playbooks from scratch or by editing existing playbooks and saving them under a different name.

EDITING A PLAYBOOK

To edit your playbook, choose CHALKBOARD and then select OFFENSIVE PLAYBOOK or DEFENSIVE PLAYBOOK. The playbook box on the left side of the screen is blank while the offensive play catalog box on the right of the screen lists all the plays (click on the up and down arrows with the cursor to scroll through the list). To make changes in your existing playbook:



1. Pull down FILING and select LOAD BOOK. The available playbooks are listed; select the one you want to edit. (If this is your first time editing the playbook, you only have one offensive and one defensive playbook to choose from.)

2. To copy a play from the play catalog to the playbook, highlight a play from the play catalog (the right box) by clicking on it with the cursor. The play catalog contains every single play that's available on the Data disk you're using. Use the up and down arrow to move through your catalog.

3. Point at the play in the playbook you want to replace (or a blank spot if you don't want to replace anything), then click to move the play from the play catalog to the playbook. The numbers along the left edge of the playbook represent the series and play number (the numbers you call the play up by on the Huddle screen). The orange line divides the series.

4. Repeat this process until you've exchanged all the plays you want, and have completed editing the playbook.

5. Save the edited playbook by pulling down FILING and selecting SAVE BOOK. You can save it under the same name or a different one.

6. Print out the playbook for use during game play.

CREATING A PLAYBOOK

There are many ways to organize a playbook. John Madden places a series of similar plays together, and builds a number of series in this way until he's constructed a winning playbook. You can also organize by formation, by situation such as third and short plays, or in any way that works best for you.

1. Select OFFENSIVE PLAYBOOK or DEFENSIVE PLAYBOOK from the Chalkboard menu.

2. Scroll up and down by clicking on the arrows to review the available plays. Highlight a play from the offensive play catalog, then point to a space in the playbook window and click.

3. Copy plays until you've built a playbook of the length and order you want.

4. Give the playbook a name by clicking on the box next to NAME, typing a name in, and then pressing <Return>.

5. Save your new playbook with SAVE BOOK. Print out your new playbook for use during a game.

☞ The computer player is depending on the playbooks being organized in a particular way. For example, the computer will always select play number 17 to punt. To avoid confusion or unrealistic results, don't modify or rearrange the playbooks used by the computer player. *If you must make changes to the playbook that the*

computer uses, make sure every slot in the playbook is filled. You can edit the plays or playbooks that come with John Madden Football for your own use, but you should save them under a different name.

PLAYBOOK FILING OPTIONS

Pull down FILING for these options:

LOAD BOOK: Loads a playbook into the playbook box.
SAVE BOOK: Saves the playbook in the playbook box.
CLEAR BOOK: Clears all plays from the playbook in the playbook box.
CLEAR PLAY: Removes a highlighted play in the playbook box. Click on the play you want to remove; it should be highlighted. Pull down FILING and select CLEAR PLAY.
SWAP DISK: Shows new choices after you swap a disk. Use this option when you need to edit more than one Data disk.

10 CHALKBOARD-TEAM EDITING

To work with a team roster, pull down CHALKBOARD from the Main menu and select TEAM. Pull down FILING and then select LOAD. You'll see a list of all the teams; double click on the one you want to work with.

- Use the up and down arrows on the menu bar to scroll through the roster.
- Use the arrow keys *on your keyboard* to move within the roster.
- To change a player's number, injury status, name, or rating, highlight the item you want to change. Look at the top line on the screen; you'll see the item's full name and its listing. Type in the new number, injury status (see page 24 for a listing on injury codes), name, or rating number (from 0 to 9) and press <Return>.
- To change a player's position, highlight the abbreviation for the position. You'll see its full name and its listing at the top of the screen. Use the A and Z keys to move up and down the list of positions. Press <Return> when you're done.

For a complete description on the ratings, see Chapter 4, *View Team Roster.*

Many of these ratings are subjective and we encourage you to change them if you like. Be forewarned that football is a game of matchups and that subtle variations can produce significant changes in the effectiveness of certain plays.

FILING

LOAD: Loads a team roster.

SAVE: Saves all changes made to the team roster.

CLEAR WORKSHEET: Erases a team roster from the screen. If you want to save your work, be sure to select SAVE first; otherwise, you'll lose all your work.

EDIT

INSERT LINE: Inserts a line above the cursor on the roster. You have a maximum of 60 lines per roster.

DELETE LINE: Deletes any line the cursor is on.

HEAL INJURIES: Heals all players of all injuries.

SET ALL RATINGS: Sets all the ratings for every player to a number between 0 and 9. Pull down EDIT and select SET ALL RATINGS. Click on a circle next to one of the numbers and click OK.

PRINT

PAGE: Prints what's on the screen.

ALL: Prints the entire roster.

SHOW

BY DEPTH CHART: Ranks players at each position by total number of rating points.

BY NUMBER: Show players in order of their jersey numbers.

BY NAME: Show players in alphabetical order.

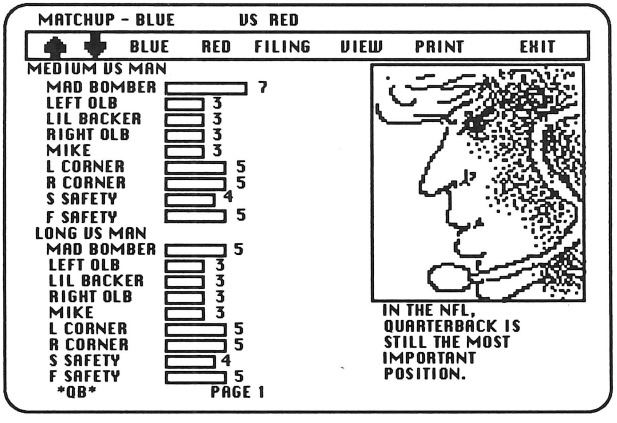
11 THE MADDEN REPORT

The Madden Report lets you compare the abilities of any two teams. To do this:

1. Pull down ◆ and select THE MADDEN REPORT. Click to continue past the first screen with John Madden on it.

2. Pull down FILING and select LOAD TEAMS. Choose the two teams you want to compare.

☞ We'll call the first team you loaded *ABC* and the second team *XYZ*.



3. At the top of the screen are the two team names. The team whose name appears first is the one whose player effectiveness you're rating. On the first screen, you see team *ABC*'s quarterback's abilities in the categories Medium vs. Man and Long vs. Man. The *first* bar in each category shows the QB's overall effectiveness in that category. The remaining bars in that category are the players' names and ratings *from the other team.* Each rating is the opposing player's ability to perform against the QB; the higher the number, the better the opponent will be against the QB.

In the screen above, Mad Bomber is the QB. The first bar shows that he has a 7 rating in a Medium vs. Man situation; not bad considering a 9 rating is the best. Right below that you see a 3 rating for LEFT OLB. That means LEFT OLB has only an effectiveness of 3 when playing his position against the QB. LCORNER has a rating of 5 against the QB; he's more effective in his position against the QB than LEFT OLB is.

In the next category, Long vs. Man, Mad Bomber has a 5 rating. He won't perform as well in this category as in Medium vs. Man, where his rating was a 7.

4. Use the down arrow to see the quarterback's other ratings: Medium vs. Zone, Long vs. Zone, Pressure vs. Blitz, Coverage read vs. Zone, etc. At the bottom right corner of the screen, Madden gives you a summary of the QB's responsibilities under each circumstance. When the quarterback comparisons are done, you'll move on to fullback, the next player position. The last line on the screen tells the player position you're viewing and the page number.

See, I'm only interested in a quarterback from the waist up. I don't care about what goes on down below.

5. Pull down team *XYZ* and select QB. Notice that at the top of the screen, this team's name now appears first. You'll now see QB information for team *XYZ*.

6. Select any of the other positions from *XYZ*'s menu or use the up and down arrows on the menu bar to scroll through all the team positions. Switch back to team *ABC* at any time.

If your guys are better than the guys they bring in, so what? Here they come — who cares? You need to block 'em, you block 'em. Now if they're bringing in guys that are better rushers than your guys are protectors, then you're in trouble.

Here are some other menu options:

VIEW

PLAYER NAMES: Shows the player's names.
POSITIONS NAMES: Shows a truncated version of the player's name and his position.
PLAYER NUMBERS: Shows the player's number and name.
FULL DISPLAY: Shows the player's number, name, and position.

PRINT

If you choose a print option but aren't hooked up to a printer, the program will act as if it's printing; you'll have to wait until it thinks it has printed everything before you can continue. You can't abort a print command.

PAGE: Prints what's on the screen.
***ABC*:** Prints out data for team *ABC*.
***XYZ*:** Prints out data for team *XYZ*.
BOTH TEAMS: Prints out data for both teams. There are 70 screen's worth of information for both teams, so prepare to wait.
GAME PLAN: Prints out a game plan template for you to fill in on your own.

12 OPTIONS

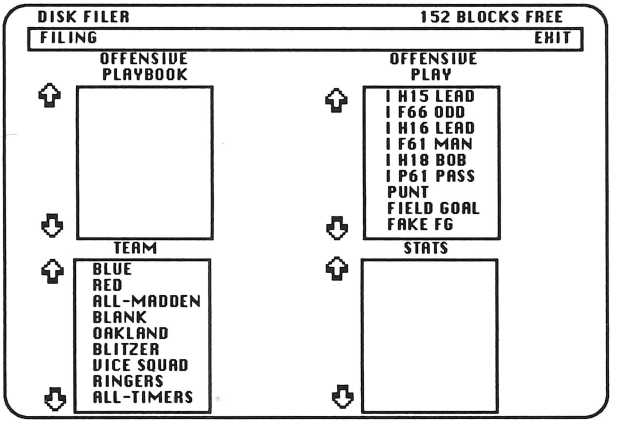
Here's a complete list of options you can choose from when you pull down on the Main menu.

THE MADDEN REPORT

See Chapter 11, *The Madden Report*, for complete details.

FILER

The Filer lets you perform a number of basic disk functions. To access all the following Filer options, pull down , select FILER and then pull down FILING.



COPY: This lets you copy items like teams or playbooks. Highlight the item you want to copy and then select COPY. Follow the onscreen instructions.

DELETE: This lets you delete an item. Scroll through the box you want the item deleted from. Highlight the item you want to delete and then select DELETE from the FILING menu.

FORMAT DATA DISK: This formats a Data disk which you can put your team and playbook information on.

FORMAT GAME DISK: This formats a Game disk. You must have a formatted game disk to play the Standard Game.

SWAP DISK: Displays the content on the new disk after you've placed a new disk in the drive. Use this when you're working with more than one Data disk.

OFFENSIVE DIRECTORY: Shows the offensive directory on the current Data disk.
DEFENSIVE DIRECTORY: Shows the defensive directory on the current Data disk.
MOVE BOOKS AND TEAMS: This formats a Data disk and copies on it any teams and playbooks from the source disk.

SHOW STATS

Under ✒ on the Main menu is the SHOW STATS option. Under FILING you have these options:

LOAD: This loads stats from a saved game on your Data disk onto your screen.
SAVE: This saves the stats currently on your screen onto your Data disk.
MERGE: This adds the stats you select to the stats on the screen. You'll see a stat box with previously saved stats; select one and the stats from that game will be *added* to the one currently on your screen.

Use PRINT to print the entire page.

SYSTEM SETUP

Under ✒ on the Main menu is SYSTEM SETUP. Use this to set printer and disk drive information. Select a slot number for your printer and turn line feed on or off. If you turn line feed on, your printouts will be double spaced. If you turn line feed off, they'll be single spaced. Choose between one or two disk drives. Click on OK when you're done or CANCEL if you don't want to make any changes.

INTRODUCTION

Choose INTRODUCTION under ✒ to play the Madden Introduction.

13 MADDEN'S OFFENSIVE TIPS

OFFENSIVE PLAYCALLING OVERVIEW

Playcalling separates tomorrow's Hall of Fame coaches from forgotten assistant coaches; knowing the playbooks is an important element in your coaching success.

> *I always had a game plan that was very simple. I just had starting points...In other words, I'm gonna do this. Now, if you take that away, then you're going to give me something else. Then I'll take the thing you give me the next time.*

Madden-style offensive playcalling revolves around some key factors: down situation, field position, and personnel.

DOWN SITUATION

You need to bring the down situation into your playcalling strategy. A smart coach is going to evaluate the odds of success for certain plays in a given down situation. If you're 1st and 10, you'll want to choose from a certain group of plays. 3rd down and 2 suggests short yardage plays. Occasionally, you might want to go against the odds in an effort to trick the defense. Most of the time, though, stick with what works and emphasize the basics. Fundamental playcalling that leads into your offensive strength is going to pay off more than a lot of pretty gimmicks.

FIELD POSITION

As you put your game plan together, mentally divide the 100-yard field into five separate sections. Adjust your playcalling to fit the section where the line of scrimmage is, since each area calls for a different playcalling strategy. The five sections are:

- Your goal to the 5 yard line
- Your 5 to the 20 yard line
- Between the 20s
- The defense's 20 to the 5 yard line
- The defense's 5 to the goal line

Your goal to the 5 yard line

In the first of these five zones, your job is to get out of trouble. Accomplish this with quick-hitting runs by a big running back; keep the handoffs simple and the execution crisp.

Your 5 to the 20 yard line

Between your 5 and your 20, safe plays are still your best bet. With the bit of extra room for maneuver, you can add some passes to straight-ahead runs. Just be sure that your passer has ample pass protection to avoid being sacked near or behind the goal line.

Between the 20s

Once you reach the third section of the playing field between the 20 yard lines, you can introduce variety and creativity to your playcalling. Your offensive unit is out of danger: no longer vulnerable to a safety and in a position to punt the ball well into the opponent's end of the field. You can mix up your playcalling, avoiding predictability by trying formations that confuse the defense, and generally become more aggressive.

The defense's 20 to the 5 yard line

When you reach the opponent's 20 yard line, you've entered the fourth section of the field. Now, you're able to complete medium passes into the end zone. The defense usually goes into man-to-man coverage in the heart of the field, so you get to experiment with some pass plays that are effective against this kind of coverage. In some ways, though, you should be more cautious here than in the middle of the field. You have entered field goal range, and don't want to give it up by attempting high-risk plays that get you pushed back out of field goal range.

The defense's 5 to the goal line

The fifth and final section of the field is between the five yard line and the opponent's goal line. Here, you go with strong, reliable backs and extra tight ends. Plays that work well in this part of the field are straight-ahead run plays and play action passes that encourage defenders to react to a run, freezing them long enough for your receivers to get open for a touchdown.

PERSONNEL

In John Madden's approach to the game, personnel affects playcalling in a big way. The way to get the most out of your guys is to find the best ways to exploit their abilities while hiding their weaknesses. You search for the *favorite thing you like to do with this guy.* Tailor your plays to your people, personalizing your game plan.

Matchups

It's your job to plan the matchups that best exploit your strengths and the other team's weaknesses. John says, "I want to run my best ball carrier behind my best offensive lineman. Now, I hope that that coincides with their defensive weakness." The same thing holds for passing plays. Run the plays that match your players against the defenders most vulnerable to each offensive man.

Look for matchups where a blocker or receiver has a +2 or more rating advantage over his opponent. Then hammer at this strength until the defense is forced to adjust or double team.

Fatigue, Injuries, and Substitutions

Player fatigue and injuries take their toll on an offense and makes a coach turn to substitutes to shore up his squad during a game. On offense, fatigue can dramatically cut into a player's effectiveness. Substituting for a skilled player like a running back is a good idea if your backup guy represents only a slight drop-off in quality. But you'll want to keep a slightly-fatigued star

in the game if at all possible; it's the star's temperament to want to play on. Madden on injured players: "The guy can either do it or he can't. If he can, he'll be out there, playing his heart out." As a rule, substitutions don't change your basic offensive game plan, but you might want to vary play selection to take advantage of a second-stringer's strong points.

MADDEN TIPS TO OFFENSIVE SUCCESS

Good offensive football is a combination of basic elements, which includes building a solid base of players, playcalling that takes into account your people's talents, field position and down situations, key matchups, and fatigue and injury. Stay with what works, and change what doesn't. Avoid pet plays because "if you ever get a favorite play, the defense is going to be able to stop it cold."

A requirement for winners is a consistent ability to move the ball. But there are teams that get lots of first downs and still don't score as they should. You've got to be able to cash in from within the 20 yard line.

Build your offensive unit with your home field surface in mind, and build a playbook to take advantage of your team's skills.

14 MADDEN'S DEFENSIVE TIPS

As in most team sports, defense is a key to winning. To be a winner, you need to approach defense with a positive attitude. Today's defenses are alive, thinking units. Every team has a defensive quarterback, usually a linebacker who is responsible for calling defensive signals. He calls audibles at the line of scrimmage, and he'll yell out adjustments once the play is underway, instructing his teammates to react to a run or pass by converging on a ballcarrier or dropping off the line to blanket potential receivers.

DIVIDING THE FIELD ON DEFENSE

Just as on offense, you should divide the field into five sections, preparing a different kind of playcalling strategy for each of the five zones. The five zones are:

- The offense's goal to the 5 yard line
- The offense's 5 to the 20 yard line
- Between the 20s
- Your 20 to the 5 yard line
- Your 5 to the goal line

The offense's goal to the 5 yard line
When you're in the first of these zones, and have the offense pressed up against its own end zone, solid defensive strategy dictates an aggressive, pressing defense. You can assume that the offense will call mostly runs, and give defensive assignments accordingly.

The offense's 5 to the 20 yard line
Between the opposition's five and its own twenty, you should alternate between a pressing defense and a normal defensive posture. That means mixing up playcalling.

Between the 20s
When your defense is ranged against the enemy offense in the expanse of the field between the 20s, you should call normal defensive plays (including zones). The exception occurs on 3rd down, when the distance between the line of scrimmage and the first-down marker may dictate either a normal defense or a press (like a blitz). In an obvious pass or run situation, you may want to turn to situation substitution.

Your 20 to the 5 yard line
When your defense is wedged between its own twenty and the five, man-to-man coverage should replace zones as the main type of coverage (the zone is vulnerable to passes in front of the deep and medium cover men).

Your 5 to the goal line
In the fifth section of the field between the five and the end zone, go to a goal line defense, removing one or two defensive backs and replacing them with an additional linebacker or lineman to solidify the line.

MATCHUPS

Just as the offense looks for key matchups (i.e., isolating a receiver on a linbacker in a pass pattern), a defense seeks the advantage in one-on-one confrontations, especially those that occur on the line. John from the offensive perspective: "If they're bringing in guys that are better rushers than your guys are protectors, then you're in trouble." Trouble translates into beaten offensive linemen and quarterback sacks. Evaluate your personnel and plan the best matchups, using audibles and adjustments to make them happen.

Use double teams and rotating zones to match up against their best receviers.

READ-AND-REACT

To stop today's high-powered pro offenses, you need a solid defense able to read an offense and react to the different formations. Once your defense reads an offensive formation, it reacts by making changes in its own formation and then audiblizing to adjust to last-second offensive changes. It's this ability to respond at the line of scrimmage that sets up effective coverage. The resulting pressure on an offense can turn the tide in a close game. Of course, there's no way to stop a great quarterback from launching a drive or two. There are some offenses you just try to contain, shutting them down inside the 20 yard line.

COVERAGES

Your defensive coverages and formations best contain today's complicated pro offenses through flexible coverage schemes that make the most of the modern player's speed, power, and agility. You need to use zone and man-to-man coverages, and different formations like the 3-4 and 4-3. The 3-4 is a modern innovation, a defensive alignment that uses today's superlinebackers to break up bread and butter plays like sweeps and screens. About the time the 3-4 entered the arsenals of defensive coaches, teams began to break the mold, using all sorts of new formations that rely on planned substitutions. If your defensive people can show different formations and excel at zone and man-to-man coverages, you'll give offensive coaches a serious challenge.

STRATEGIC SUBSTITUTION

Strategic substitutions are one way to respond to different offensive "looks," as well as to changing field position. Modern day coaches make specialization a big part of defensive planning (of course, there are some core players who you'll want to leave in on every down, players who excel in stopping both the run and the pass). You'll sometimes want to insert a fifth defensive back or bring in an extra pass rusher on obvious passing situations. Respond to obvious run situations with run defense specialists on the defensive line and in the linebacking crew.

MADDEN TIPS TO DEFENSIVE SUCCESS

As Madden says, "Most people evaluate a team and they'll only evaluate the offense. They don't evaluate the defense." But successful defense is a crucial part of winning in pro football.

Rely on your defensive signalcaller to call formations. He's your defensive quarterback, and takes the lead in reading the offensive formation and reacting to it with audibles and post-snap adjustments. This ability to read-

and-react creates pressure that forces an offense into criticial mistakes. Throughout a game, use varying alignments and flexible coverages to adjust to the game situation and substitute run or pass specialists in strategic situations. The more effective your defense, the less time it spends on the field, and the more opportunities your offense will get to score. You can feel confident when you call upon a rested defense to shut down the opposition in the waning minutes of a game.

15 TROUBLESHOOTING

PLAY SELECTION. If the system isn't responding to your input, it's because you are competing with another player for input cycles. Just be patient and be sure to watch for the screen feedback (like sound and the "?" switching to a number or "X") that your input has been acknowledged.

SACKS. If you're getting sacked when you don't think you should, think how real QBs feel. After you drop back, the first time you hear a click, you're "in the grasp." So evade the rush and get rid of the ball.

LIMITED VISION. Yes, you can't see everything happening on the field. Sometimes defenders appear to come out of nowhere. Don't complain. As it is, you get to see a lot more than a real QB and if you get good enough you will find that you can even pass effectively against the All-Madden defense with an average team.

STRANGE GRAPHICS. If something unusual appears on the screen during a play, it may be the passer throwing an intentional incompletion, or a pass being deflected by a pass rusher. Or perhaps a fan spilled a cold beer down the neck of the cameraman. Fear not, the announcer is always right about the correct outcome of the play.

ANNOUNCER. The announcer and the chain gang don't always exactly see eye-to-eye. If you move the ball most of a yard on third-and-one, the chain gang will still call it fourth-and-one. You wouldn't respect yourself if you didn't earn every inch of real estate anyways.

ANNOYING THE FAMILY. To avoid disturbing those who have to live with you, turn off the sound by pressing <Ctrl>-S as soon as the opening kickoff is in the air.

SPECIAL TEAM LINEUPS. Don't bother trying to customize or make substitutions on kick or kick return plays. If the play involves a kick, the only players whose ratings are really used are the kicker and the kick returners.

??. When you see this in place of a player in a formation, it means that injuries or a peculiar play design have made it impossible for the computer to automatically field a player for this position. Instead, the computer uses a generic pro player with all zero ratings. To avoid this problem, select another play or modify it to use another position category, or use manual substitution to rearrange your players.

READING FILES. The program cannot read names in which the first character is a blank space. When you get a "File not found" message, the program thinks you may have the file on a different disk. You can switch disks and try again.

I/O ERROR. If you get an input/output error, it may be because you have an empty drive that the computer is trying to read. Stick a disk in the empty drive.

16 ADVANCED PLAYING TIPS

COMPUTER PLAYCALLING. You can modify the playbook used by teams coached by John Madden, but be sure to substitute plays that accomplish the same purpose. For example, if it is a run by the FB up the middle, you should only substitute a different run by the FB up the middle.

PLAYBOOK. For deceptive playbook design, always have multiple plays be possible from the same "look," and then use one play to set up another. For example, if you use motion out of a full formation, you should run, pass, and play-fake the run off the motion.

HANDICAPPING LEVELS. Serious players should progress to the All-Pro level and be using crosshair passing. When your opponent has less ability, you can handicap during the Set-Up phase (e.g., for a severe handicap, set your own team at All-Pro and your opponent's at Beginner), or by choosing teams with varying abilities, or by establishing a home field advantage. Mixing these together gives you an incredible range of handicaps which you can also use to vary the challenge of facing the computer opponent coached by John Madden. Here's a challenge: try to beat the All-Madden team with a team like the Eighters, both at the All-Pro level. If you need a modest handicap, make yourself the home team on grass and select artificial turf as the All-Madden's home surface.

BE A GOOD SPORT. If you want to play realistic football, you should restrain yourself from exploiting unrealistic things that the computer player cannot react to. And against a human opponent, restrict the use of plays that work too well, or establish guidelines. For example, a realistic halfback pass should only be diagrammed using the "PB" position for the running back who is going to throw the pass. Real teams have rules about what numbers different types of players can wear and exchange game films prior to the contest. You could allow your opponent to review your playbook before the game.

JUST WIN, BABY. Or if you prefer to win at all costs, including friendship, here are some suggestions. Use the editor to send the QB in motion. Put extra receivers on the line of scrimmage. Send blockers downfield on passes. Change a wide receiver's position to tight end. Give your defensive backs numbers in the 50s. Give your HB a pass task so the defense reads pass. The editor and computer player are not sophisticated enough to prevent or defend this sort of thing, but they are not realistic and will render the game less challenging.

REFINING PLAYS. In Fullpads, try your plays against various opponent variations, like man versus zone coverage. See how well your run blocks work against different line stunts. In Fullpads, you're using generic players with all ratings set to 5, so results may vary once you get into a real game with real players. For that kind of test, start a standard game and select 2 PLAYERS so that you can choose the offensive and defensive plays you want. Use the slow motion feature to optimize routes and blocking.

PLAYCALLING. Call a play quickly after a kickoff, otherwise your kicking team will remain on the field and be out of position. Try calling a play fast and then studying the formation and personnel chosen by your opponent. Then you can use remaining time to choose a different play or audible. Use the blitz audible to customize the pass rush of a particular play. It's very risky to blitz someone with a man or zone coverage assignment because it will leave a terrible opening unless you use a free safety to pick up their assignment. Try using the Hero audible to control a player whose task is to blitz, and then try to find him an open lane with no opposing blocker. Use the Man audible to create double-teams that aren't covered by the playbook. For example, a Yale coverage calls for two safeties that are free; you could pick one of them to double team your opponent's most dangerous receiver.

GAMBLING ON DEFENSE. Don't press the R key unless you're certain of a run — if it's a pass, you're in big trouble. If your opponent has a consistently successful play, you can best stop it by picking a defense that favors the correct side, and then use the R or P key combined with the arrow keys to shift your defense to the correct side. You'd just better be right, though.

PASSING GAME. To throw a short route, press the button early to bring up the Stadium view. Vary the lead of the throw depending on pattern depth. Run away from the pass rush, but don't hold the ball too long. Just as in real life, you can't really see precisely when the rushers are going to sack you, so you need to err on the safe side.

TWO-MINUTE DRILL. To preserve your timeouts, use the option of throwing an intentional incompletion. Select T from the keyboard and YES to the incomplete pass option. Like real players, get out of bounds to stop the clock. Pay attention to how long typical plays take in seconds so you don't run out of them faster than you expect.

SUBSTITUTION. You can get more variety out of the playbook that is included by moving players around. If you like a particular play for the SE but your best receiver is the FL, then switch them. If your FB is a great receiver, then switch him with the HB for plays that have good HB pass routes (like screen passes). Use the Chalkboard to examine the personnel for each formation. To switch starting players A and B, you must first substitute player A with a non-starter, then replace B with A, and then replace the non-starter with B.

LEAGUE PLAY. Choose the home field conditions including typical weather. Use the Blank team to fill in your team with players, perhaps from a draft with friends. Print the Stats after each game. Use the Save Team feature to remember key injuries from game to game.

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